

AMENDMENTS TO THE SPECIFICATION:

Please amend the paragraph beginning at page 3, line 10, as follows:

In the game apparatus (10), a first game is started and progressed according to the instruction of the operating mechanism (32) provided in the game machine (12). An example determining means is illustrated as [[step]] blocks S23 or S31 in Figure 7 or as [[step]] blocks S63 or S71 in Figure 8. A CPU (40) determines whether or not the predetermined condition is accomplished during the progress of the first game. ~~Then, a~~ An example writing control means is illustrated in blocks S25 to S29 or S33 to 39 in Figure 7, or blocks S65 to S69 or blocks S73 to S79 in Figure 8. The CPU (40) writes the information relating to the predetermined condition to both of the backup data storing area of the first game and the backup data storing area of another game when it is determined the predetermined condition is accomplished. The information relating to the predetermined condition may be condition accomplishment information indicating that the predetermined condition is accomplished, or it may be change generation information for generating changes in the progress of the game in response to the accomplishment of the predetermined condition.

Please amend the paragraph beginning at page 5, line 7, as follows:

In still another aspect, the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished and change generation information for generating changes in the progress of the game in response to accomplishment of the predetermined condition, and the writing control mechanism writes the condition accomplishment information to the backup data storing area of

one game and writes the change generation information to both of the backup data storing area of that game and the backup data storing area of another game. An example writing control[[,]] implementation is illustrated by S33 to S37 in Figure 7. When it is determined that the predetermined condition (e.g., clearing “WRASHBE event”) is accomplished (S31), the CPU (40) writes the condition accomplishment information (“WARASHBE event conquering” flag) to the backup data storing area of one game and writes the change generation information (e.g., “spin attack” skill flag) to both of the backup data storing area of the first game and the backup data storing area of the other game. Thus, it is possible to arrange game play such that a “spin attack” is useable as a new sword skill by the game progressing process (S21, S61) in both of the games. Accordingly, it is possible to share the information between both the games, and it is possible to bring about new enjoyment which cannot be obtained without playing one game at a time of playing another game.

Please amend the paragraph beginning at pages 5-6, line 25, as follows:

In a further aspect of the illustrative non-limiting exemplary implementation disclosed herein, the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished and change generation information for generating changes in the progress of the game in response to accomplishment of the predetermined condition, and the writing control mechanism further comprises a second determining means for determining whether or not the predetermined condition is accomplished in another game also when the predetermined condition is accomplished, writing the condition accomplishment information to the backup data area of one game when it is determined that the predetermined condition is accomplished, and writing the

change generation information to the backup data storing area of another game when it is determined that the predetermined condition is also accomplished in another game. An example writing control implementation is illustrated by ~~[[steps]]~~ blocks S73, S75 and S79 in Figure 8, and an example implementation of a second determining means is illustrated by ~~[[step]]~~ block S75 among them in Figure 8. When the predetermined condition (e.g., conquering the “last boss”) is accomplished (S71), the CPU (40) writes the condition accomplishment information (i.e., “last boss” conquering flag) to the backup data storing area of one game. Furthermore, when it is determined that the predetermined condition (i.e., conquering the “last boss”) is also accomplished by the determining means within another game, that is, when the ~~respective of the~~ predetermined conditions are condition is determined as being accomplished in both the games, the CPU (40) writes ~~[[the]]~~ particular change generation information (e.g., “hidden dungeon” flag) to the backup data storing area for the other game. Therefore, in playing the other game, the game progressing process means (21) allows the “hidden dungeon” to appear. Accordingly, it is possible to bring about new enjoyment which cannot be obtained without playing both the games and further satisfying the predetermined condition in both the games at a time of playing another game.